SMARTSHOXX User Manual

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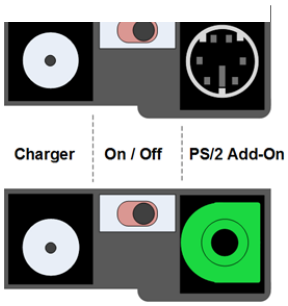
Thank you for ordering Fusion Sport's SMARTSHOXX impact and vibration sensor.

By attaching SMARTSHOXX to a SMARTSPEED or SMARTSPEED LITE unit, you can now incorporate objects such as targets, ball machines or goals into your favorite drills.

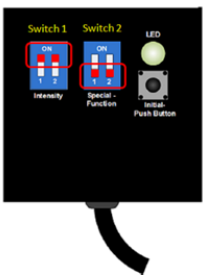
INSTALLATION AND SETUP

To install the module, just plug the PS/2 connector (green) into the PS2 port on your SMARTSPEED or SMARTSPEED LITE unit. Be sure to align the pins correctly DO NOT FORCE the connection if it does not connect easily.



With the SMARTSHOXX sensor connected, you do not require a reflector opposite the unit. If the unit continues to beep for alignment, check the PS2 connection.

Choose your SMARTSPEED drill and proceed with "Start a New Session". During the scan, the gate(s) with SMARTSHOXX attached should be scanned as G/MAT in the device list.



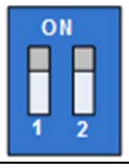
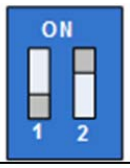
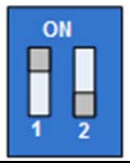
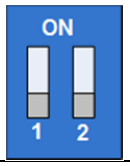
After scanning, select your drill as usual. SMARTSHOXX can be used on any gate, in any drill (except jumping) as an alternative to the photocell sensor.

Finally, during the "test track" phase when you must pass through the gates to identify them, simply press the small button on the top of the SMARTSHOXX sensor. A small LED will flash on the sensor, and the gate will beep.

CONFIGURING THE MODULE

You can use the dip-switches on the SMARTSHOXX module to adjust -

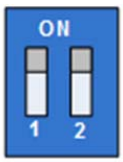
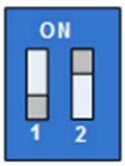
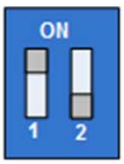
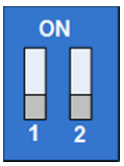
1. **Intensity** (dip switch one) – set the intensity of impact required to trigger an event. Set both switches to the bottom position for highest sensitivity, and both switches to the top for lowest sensitivity (higher required impact).

Intensity: **(Dip switch one)**				
	Easy (default)	Medium	Hard	Very hard

2. **Special Functions** (Dip Switch Two) – on the second dip switch module, you can configure two additional things:

    a. **G-select** (left switch) – this switch is a multiplier of the Intensity dip switch. There are therefore 8 sensitivity settings – Easy/g-Low, Medium/g-Low, Hard/g-Low, Very Hard/g-Low, Easy/g-High, Medium/g-High, Hard/g-High, Very Hard/g-High.

    b. **Re-arm time** – after the initial impact, SMARTSHOXX will ignore further signals until the unit is “rearmed”. This is used to ignore continuing vibrations in an object after the initial impact. If your target is prone to a lot of shaking after the impact (such as a thin plastic board), selecting a longer re-arm time will ignore any false signals. NOTE – if you need any additional fine tuning of the rearm time, this can be set in the OPTIONS tab of the SMARTSPEED software in many protocols.

Special-Functions: **(Dip switch two)**				
g-Select (Switch 1)	low	high	low	High (default)
Retriggering time (ms) (Switch 2)	50ms	50ms	300ms	300ms

For sensitive applications such as fencing, athletics starts and other slight movements or vibrations, select the **LOW g-Select** position for switch 1. For all other applications, such as ball targets, impact shields or tackle bags use the **HIGH g-select** setting.

If you have any questions please do not hesitate to contact support@fusionsport.com